Claims

It is claimed:

1. A method for configuring a gaming machine via an interactive configuration screen, the method comprising:

displaying a first plurality of maximum pay line values for a single game theme;

detecting operator selection of a first maximum pay line value from the first plurality of maximum pay line values;

displaying a second plurality of maximum pay line values for the single game theme;

detecting operator selection of a second maximum pay line value from the second plurality of maximum pay line values; and

configuring game play of the gaming machine based on the first maximum pay line value and based on the second maximum pay line value.

2. The method of claim 1, wherein the first plurality of maximum pay line values is displayed in response to operator selection of a first denomination value from a plurality of denomination values displayed on the interactive configuration screen.

3. The method of claim 2, wherein the second plurality of maximum pay line values is displayed in response to operator selection of a second denomination value from the plurality of denomination values displayed on the interactive configuration screen.

4. The method of claim 3, further comprising:

detecting selection of a save indication displayed on the interactive configuration screen;

causing a player selectable mechanical button of the gaming machine to correspond to the first maximum pay line value during game play utilizing the first denomination value; and

causing the player selectable mechanical button to correspond to the second maximum pay line value during game play utilizing the second denomination value.

5. The method of claim 3, wherein each of the first plurality of maximum pay line values is determined by a manufacturer of the gaming machine to provide optimum game play by a player utilizing the first denomination value, and wherein each of the second plurality of maximum pay line values is determined by the manufacturer of the gaming machine to provide optimum game play by a player utilizing the second denomination value.

6. The method of claim 1, wherein at least one of the second plurality of maximum pay line values is substantially different from at least one of the first plurality of maximum pay line values.

7. A method for operator selection of manufacturer-limited game configuration values for single-themed game play on a gaming machine, the gaming machine including a video display for displaying an interactive configuration screen, the method comprising:

detecting operator selection of a first game denomination value from a plurality of game denomination values displayed on the interactive configuration screen;

in response to detecting operator selection of the first game denomination value, displaying a first plurality of different manufacturer-limited game configuration values;

detecting operator selection of a first manufacturer-limited game configuration value from the first plurality;

detecting operator selection of a second game denomination value from the plurality of game denomination values;

in response to detecting operator selection of the second game denomination value, displaying a second plurality of different manufacturer-limited game configuration values;

detecting selection of a second manufacturer-limited game configuration value from the second plurality; and

configuring game play based on the first manufacturer-limited game configuration value and based on the second manufacturer-limited game configuration value.

8. The method of claim 7, wherein each of the first plurality of different manufacturer-limited game configuration values comprises a maximum pay line value and a payback percentage, and wherein each of the second plurality of different manufacturer-limited game configuration values comprises a maximum pay line value and a payback percentage.

9. The method of claim 8, wherein at least two of the maximum pay line values of the first plurality are substantially different, and wherein at least two of the maximum pay line values of the second plurality are substantially different, and wherein the first manufacturer-limited game configuration value is substantially different from the second manufacturer-limited game configuration value.

10. The method of claim 8, further comprising:

detecting selection of a save indication displayed on the interactive configuration screen;

causing a first player selectable mechanical button of the gaming machine to correspond to a first maximum pay line value associated with the first manufacturer-limited game configuration value during single-themed game play utilizing the first game denomination value;

causing the first player selectable mechanical button to correspond to a second maximum pay line value associated with the second manufacturer-limited game configuration value during single-themed game play utilizing the second game denomination value;

causing a second player selectable mechanical button of the gaming machine to correspond to a first maximum credits per line value associated with the first manufacturer-limited game configuration value during single-themed game play utilizing the first game denomination value;

causing the second player selectable mechanical button to correspond to a second maximum credits per line value associated with the second manufacturer-limited game configuration value during single-themed game play utilizing the second game denomination value;

causing the gaming machine to pay out a first payback percentage associated with the first manufacturer-limited game configuration value during single-themed game play utilizing the first game denomination value; and

causing the gaming machine to pay out a second payback percentage associated with the second manufacturer-limited game configuration value during single-themed game play utilizing the second game denomination value.

11. The method of claim 7, wherein each of the first plurality of different manufacturer-limited game configuration values is determined by a manufacturer of the gaming machine to provide optimum single-themed game play utilizing the first game denomination value, and wherein each of the second plurality of different manufacturer-limited game configuration values is determined by the manufacturer to provide optimum single-themed game play utilizing the second game denomination value.

12. A method of conducting a single theme wagering game comprising:

receiving a wager to play the single theme wagering game;

allowing a player to play the single theme wagering game with a first maximum pay line value; and

allowing the player to play the single theme wagering game with a second maximum pay line value, the second maximum pay line value substantially different from the first maximum pay line value.

13. The method of conducting the single theme wagering game of claim 12, wherein allowing the player to play the single theme wagering game with the first maximum pay line value comprises detecting player selection of a first game denomination value from a plurality of game denomination values of the single theme wagering game.

14. The method of conducting the single theme wagering game of claim 13, wherein allowing the player to play the single theme wagering game with the second maximum

pay line value comprises detecting player selection of a second game denomination value from the plurality of game denomination values.

15. The method of conducting the single theme wagering game of claim 14, further comprising:

causing a player selectable mechanical button of a gaming machine providing the single theme wagering game to correspond to the first maximum pay line value during game play by the player utilizing the first denomination value; and

causing the player selectable mechanical button to correspond to the second maximum pay line value during game play by the player utilizing the second denomination value.

16. A gaming machine for single theme game play comprising:

a video display;

a plurality of mechanical buttons selectable by a player during game play; and

a controller operatively coupled to the video display and the plurality of mechanical buttons, the controller comprising a processor and a memory coupled to the processor, the controller being programmed to:

display a first plurality of maximum pay line values on the video display,

detect operator selection of a first maximum pay line value from the first plurality of maximum pay line values,

display a second plurality of maximum pay line values on the video display,

detect operator selection of a second maximum pay line value from the second plurality of maximum pay line values, and

configure single theme game play of the gaming machine based on the first maximum pay line value and based on the second maximum pay line value.

17. The gaming machine of claim 16, wherein the first plurality of maximum pay line values is displayed in response to operator selection of a first denomination value from a plurality of denomination values displayed on the video display.

18. The gaming machine of claim 17, wherein the second plurality of maximum pay line values is displayed in response to operator selection of a second denomination value from a plurality of denomination values displayed on the video display.

19. The gaming machine of claim 18, wherein the controller is further programmed to:

detect selection of a save indication displayed on the video display;

cause a mechanical button of the plurality of mechanical buttons to correspond to the first maximum pay line value during single theme game play utilizing the first denomination value; and

cause the mechanical button to correspond to the second maximum pay line value during single theme game play utilizing the second denomination value.

20. The gaming machine of claim 18, wherein each of the first plurality of maximum pay line values is determined by a manufacturer of the gaming machine to provide optimum game play by a player utilizing the first denomination value, and wherein each of the second plurality of maximum pay line values is determined by the manufacturer of the gaming machine to provide optimum game play by the player utilizing the second denomination value.

21. The gaming machine of claim 16, wherein at least one of the second plurality of maximum pay line values is substantially different from at least one of the first plurality of maximum pay line values.

22. A method for configuring a gaming machine via an interactive configuration screen, the method comprising:

displaying a first plurality of different math models for a single game theme of the gaming machine, the first plurality of different math models having substantially the same payback percentage values;

receiving a first selection from an operator of a first math model from the first plurality of different math models; and

configuring game play of the gaming machine based on the first selection.

23. The method of claim 22, wherein displaying the first plurality of different math models comprises displaying a first plurality of respective different probability tables.

24. The method of claim 22, wherein displaying the first plurality of different math models comprises displaying a first plurality of respective different maximum pay line values.

25. The method of claim 24, further comprising:

displaying a second plurality of different math models for the single game theme, the second plurality of different math models having substantially the same payback percentage values, the second plurality of different math models including respective different maximum pay line values;

receiving a second selection from the operator of a second math model from the second plurality of different math models; and

configuring game play of the gaming machine based on the second selection.

26. The method of claim 25, further comprising:

detecting selection of a save indication displayed on the interactive configuration screen;

causing a player selectable mechanical button of the gaming machine to correspond to a first maximum pay line value associated with the first math model during game play utilizing the first math model; and

causing the player selectable mechanical button to correspond to a second maximum pay line value associated with the second math model during game play utilizing the second math model.

27. A gaming machine comprising:

a video display;

a plurality of mechanical buttons selectable by a player during game play; and

a controller operatively coupled to the video display and the plurality of mechanical buttons, the controller comprising a processor and a memory coupled to the processor, the controller being programmed to

display a first plurality of different math models for a single game theme of the gaming machine, the first plurality of different math models having substantially the same payback percentage values,

receive a first selection from an operator of a first math model from the first plurality of different math models, and

configure game play of the gaming machine based on the first selection.

28. The gaming machine of claim 27, wherein the first plurality of different math models comprises a first plurality of respective different probability tables.

29. The gaming machine of claim 27, wherein the first plurality of different math models comprises a first plurality of respective different maximum pay line values.

30. The gaming machine of claim 29, wherein the controller is further programmed to:

display a second plurality of different math models for the single game theme, the second plurality of different math models having substantially the same payback percentage values, the second plurality of different math models including respective different maximum pay line values;

receive a second selection from the operator of a second math model from the second plurality of different math models; and

configure game play of the gaming machine based on the second selection.

31. The gaming machine of claim 30, wherein the controller is further programmed to:

detect selection of a save indication displayed on the video display;

cause a player selectable mechanical button of the gaming machine to correspond to a first maximum pay line value associated with the first math model during game play utilizing the first math model; and

cause the player selectable mechanical button to correspond to a second maximum pay line value associated with the second math model during game play utilizing the second math model.